Model No. 6114

Guide No. 76659A

TELSTAR™ Arcade

GAME RULES AND OPERATION OF TELSTAR CARTRIDGE NO. 4

PLAYS 3 VIDEO GAMES IN COLOR

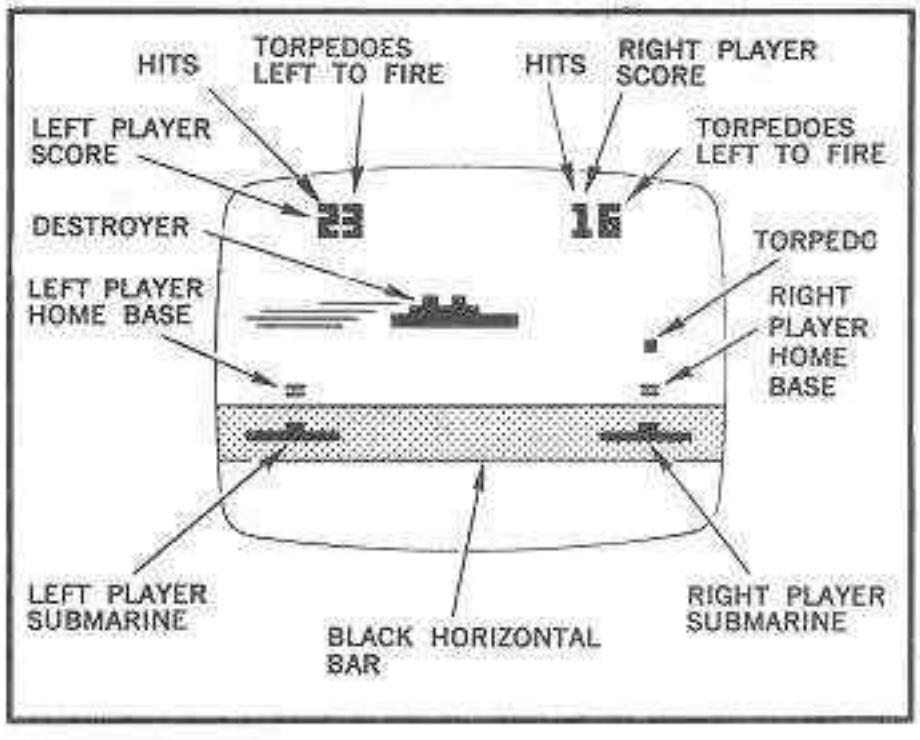
3 Exciting Games • Naval Battle - 2 player • Speed Ball - 2 player • Blast-Away - 2 player • Automatic Digital Display Scoring • Realistic Audio Sounds • Each Game in Vivid Color

PLEASE NOTE: REFER TO YOUR REGULAR TELSTAR ARCADE INSTRUCTION GUIDE FOR CARTRIDGE INSERTION AND ANY REQUIRED TV ADJUSTMENTS. **CAUTION:** ALWAYS BE SURE **"ON-OFF"** SWITCH IS IN **"OFF"** POSITION BEFORE CHANGING CARTRIDGES. **ALWAYS KEEP A CARTRIDGE SECURELY IN CONSOLE TO PROTECT ELECTRONIC CIRCUITS.**

NAVAL BATTLE—2 player

To start game — turn power **ON.**

1. Set GAME SELECTOR KNOB to GAME POSITION 1.
2. Game will **automatically reset** and **both** score displays will register **"06."** The number on **left** side of player's display will register **hits** made. The **right** number registers **torpedoes left** to be fired. Each player starts with a full load of **6 torpedoes.**
3. **A DESTROYER** will enter from left or right side at random and travel across the screen. Destroyer will **descend** a little each time it crosses the screen.
4. Each player controls a **SUBMARINE** which moves **up** and **down** by using his **PADDLE CONTROL KNOB.**
5. Players can **fire torpedoes** at **any time** by **pressing** the **SLAM BUTTON.**
6. When **Submarine** is in the **BLACK HORIZONTAL BAR,** torpedoes **fire VERTICALLY.** When Submarine moves **"OFF" HORIZONTAL BAR,** torpedo **fires DIAGONALLY from home base.** If player misses with a vertical shot he can move **up** and **out** of the **BLACK HORIZONTAL BAR** and **fire** a **diagonal shot** as the Destroyer moves across the screen.
7. When a player **HITS** the **Destroyer** it will **SINK** to the **bottom of screen. A score** will then **register** on the **left side** of his **display.** Each player will then be awarded a full load of **6 torpedoes to fire again.**
8. When a player uses all 6 torpedoes, he has to wait for opponent to score a **hit** or Destroyer **hits** a **HOME BASE.** Then players will get **6 new torpedoes.**
9. Destroyer will continue to move across screen until it comes in contact or **"RAMS"** with a **HOME BASE (2 BARS** above BLACK HORIZONTAL BAR). When Destroyer **"RAMS" Sub's HOME BASE** that player's score resets back to ZERO ("06") and he starts **over again** to achieve **9 points.**
10. The Destroyer will now start again and travel from side to side descending each time it crosses the screen. The **first player** who reaches a score of **"9" points wins game.** At end of game **both** scores will **"BLINK".** To start new game press **RESET BUTTON.**



IMPORTANT

BE SURE TO TURN THE GAME OFF WHEN NOT IN USE. IF GAME IS LEFT ON FOR A PROLONGED PERIOD OF TIME, A GAME PATTERN IMAGE MAY BURN INTO THE TV SCREEN.

COLECO INDUSTRIES, INC., AMSTERDAM, N.Y. 12010

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SPEED BALL–2 player

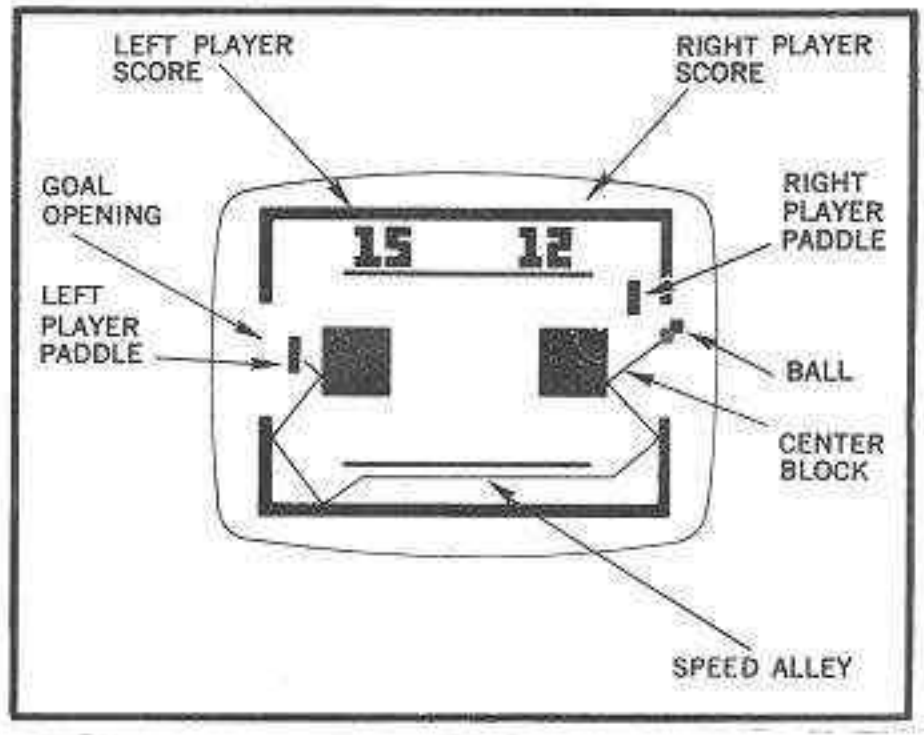
To start game — turn power **ON.**

1. Set GAME SELECTOR KNOB to GAME POSITION **2.**
2. Game will **automatically reset** and **both** score displays will register **"00".**
3. Each player controls a paddle which moves **up** and **down** by using the **PADDLE CONTROL KNOB.**
4. When game starts, ball will **automatically serve.** Player tries to **hit** the ball toward opponent's goal with enough **angle** so that the rebound will make it difficult for opponent to return the ball. Ball movement varies when it hits **boundaries** or bouncing in **speed alleys** and off **center blocks** toward the goal so players **must stay alert.**
5. Each player can **CATCH** the ball when it **hits** his paddle by pressing the **SLAM BUTTON.** Too early or too late and you don't catch the ball. This is a skill which must be practiced. The ball will **remain on** players paddle until paddle is moved. Player can **carry the ball on his paddle** if he **moves** the paddle **fast enough** and by **slowing** down **release** the ball at odd angles and positions trying to catch opponent **off guard** for a **score.**
   A score is made by the ball passing **through** the **goal opening.**
6. The **RIGHT DISPLAY** registers **right players score** and **LEFT DISPLAY** registers **left players score.**
7. Game is over when **first** score of **"21"** is reached.
8. To start new game, press **RESET BUTTON.**

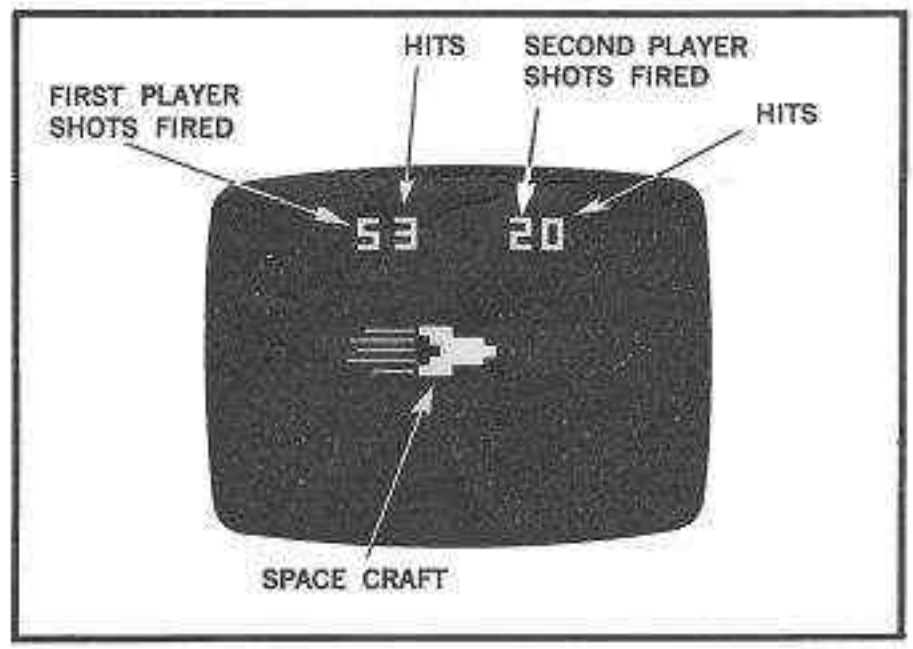
BLAST-AWAY–2 player

To start game — turn power **ON.**

1. Set GAME SELECTOR KNOB to GAME POSITION **3.**
2. Press **RESET BUTTON** — Score will blink momentarily. The **LEFT DISPLAY** registers score for **FIRST PLAYER, RIGHT DISPLAY** registers score for **SECOND PLAYER.**
3. **Pistol Adjustments.** Firing range of pistol depends on TV size and control settings. The smaller the TV, the closer the distance required to fire.
   A. Set CONTRAST or PICTURE CONTROL so that background color is grey.
      MAKE SURE COLOR CONTROLS ARE ADJUSTED SO THAT SCORE IS PINK OR WHITE.
   B. Set brightness for best range. The brighter the target area, the easier to hit. To really test your skill, set brightness and color for darker background.
4. To play, press **TARGET START. DO NOT COCK PISTOL.**
   IMPORTANT: DO NOT AIM PISTOL AT THE TV SCREEN WHEN PRESSING TARGET START. MAKE SURE GUN IS IN HOLSTER.
5. **SPACE CRAFT TARGET** will appear moving across screen, changing direction as it **reaches screen boundaries.**
   IMPORTANT: SPACE CRAFT WILL PASS BOUNDRIES WHEN TV ADJUSTMENTS ARE TOO BRIGHT.



6. Quickly aim pistol and fire at target. If you score a hit, **part** of the **SPACE CRAFT** will **disappear** and the **RIGHT** number in the display will register your hit. The **LEFT** number will register the **shots fired.**
   If you **"miss"**, only the number at left will increase to record your shots fired.
7. Each time you hit the **SPACE CRAFT,** a **portion** will **disappear** making it **more difficult** each time you score. A perfect score is **"55"**, 5 shots and 5 hits. The SPACE CRAFT is completely destroyed and gone from screen.
8. **FIRST PLAYER'S** turn is over when **"5" shots have been fired. SECOND PLAYER** must press **TARGET START** to play.
9. Game is over when **"5" shots have been fired** by each player. At end of game **both** scores will **"BLINK".** To start new game press **RESET BUTTON.**



NO GAME ON POSITION 4.

IMPORTANT BE SURE TO UNPLUG TELSTAR AC ADAPTER UNIT FROM WALL OUTLET WHEN GAME IS NOT BEING PLAYED.

PLEASE RETAIN THIS GUIDE AND ALL LITERATURE FOR FUTURE REFERENCE